

# Plagiarism!

Intellectual crime may pay.

materials:

- 3 tokens for each player.
- a pool with 1 token for player.
- a chronometer

Choose the Storyteller, he has 6 minutes to plagiarize a famous story telling his own version, after that time he must reveal the original title.

If nobody recognizes the story within the time limit and two or more other players know the original, the Storyteller passes the turn, but if nobody knows it he loses a token.

If another player identifies the story within 6 minutes, he will be the true Author and will sue the Storyteller for plagiarism!

Stop the narration, all the remaining players will be judges for the trial.

- The Storyteller should point out the differences between the two stories and can also insert three new differences to excite his fans.
- The Author should underline the likeness of the two stories.
- The judges decide the outcome of the trial and the media coverage, choosing how many tokens the Storyteller loses if things go bad, or making him take one from the pool as prize for his successful plagiarism!

Proceed clockwise with a new Storyteller.

When every player told a story, the one(s) with most tokens wins!